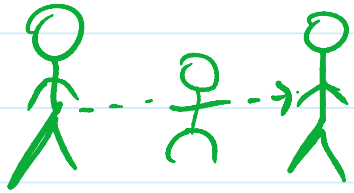


Smallest Enemy



moves left to right until hitting a ledge or wall, then turns around. When player approaches, he dashes at them quickly. touching causes death to player

medium enemy



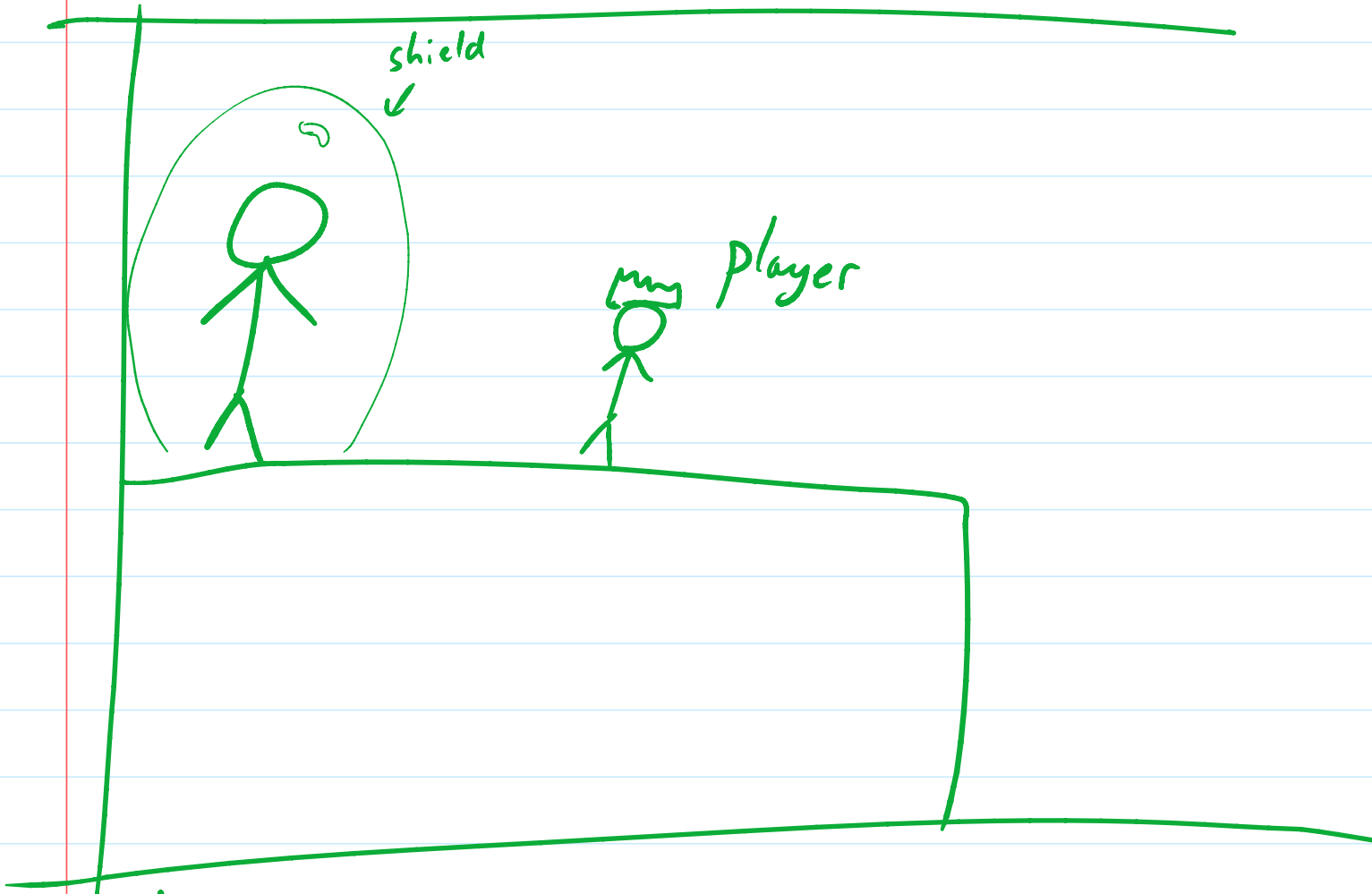
projectile



player

Same idle movement pattern as light enemy. Chases straight line towards player

Same idle movement pattern as light enemy.
Shoots straight line projectiles at player
when they get close enough. touching enemy
or projectile kills player.



Heavy enemy idle same as others. Shield
must be "grapple hooked" in order to eliminate
it. after shield negated enemy can be killed.